

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,

wherein the network game allows each of the players to bet a gaming value with respect to one or more characters in the network game, and allows each of the players to receive a dividend according to a result of the network game.

2. (previously presented): The network game unit of claim 1, wherein the participation assessing device allows players or characters used by the players related to the applications to participate in turn, and disallows players or characters used by the players related to applications received after a number of received applications reaches a predetermined number of participants to participate.

3. (currently amended): The network game unit of claim 1, wherein the participation assessing device assesses whether or not to allow players or characters used by the players, on condition of ~~participation such as~~ past achievements of players or characters used by the players, to participate.

4. (currently amended): ~~The network game unit of claim 1~~A network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,

further comprising an ability changing device which changes ability of characters used by the players in the network game, wherein the participation assessing device assesses whether or not to allow participation in the network game on condition of ~~participation such as~~ ability of the characters.

5. (currently amended): ~~The network game unit of claim 1~~A network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,

wherein the participation assessing device assesses whether to allow players or characters used by the players having been disallowed to participate in the network game in the past by the participation assessing device to participate prior to others.

6. (currently amended): ~~The network game unit of claim 1A~~ network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,

further comprising:

an information receiving device which receives character information which is information related to characters used by the players in other game units; and

an achievement information reading device which reads the past ~~achievements of the players who have played in the other network game units or the~~ achievements of the characters from the character information received by the character information receiving device,

wherein the participation assessing device assesses whether or not to allow participation in the network game based on the achievement information read by the achievement information reading device.

7. (currently amended): ~~The network game unit of claim 1A~~ network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,

further comprising:

an information receiving device which receives character information which is information related to characters trained by the players in other network game units; and

an ability information reading device which reads out ability information of the characters from the character information received by the character information receiving device,

wherein the participation assessing device assesses whether or not to allow participation in the network game on condition of ~~participation such as~~ ability information read by the ability information device.

8. (original): A network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives applications for participation in the network game;

a participation allowing device which allows players or characters used by the players related to the applications based on applications received by the application receiving device;

a preliminary character recording medium which records preliminary characters which are not used by players; and

a preliminary character participation enabling device which enables preliminary characters recorded in the preliminary character recording medium to participate in the network game when the number of applications allowed to participate does not reach a predetermined number of participants.

9. (currently amended): A game system, comprising:
a game machine running a game using characters used by players; and
a network game machine connected to client machines via a network and running a network game which players using the client machines can play using ability information which is information related to ability of characters used in the game machines,
wherein the network game machine comprises:
an application receiving device which receives application for participation in the network game;
a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and
a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game,
wherein the network game allows each of the players to bet a gaming value with respect to one or more characters in the network game, and allows each of the players to receive a dividend according to a result of the network game.

10. (original): A game system, comprising:
a game machine running a game using characters used by players; and
a network game machine connected to client machines via a network and running a network game which players using the client machines can play using ability information which is information related to ability of characters used in the game machines,
wherein the network game machine comprises:
an application receiving device which receives applications for participation in the network game;
a participation allowing device which allows players or characters used by the players related to the applications based on applications received by the application receiving device;

a preliminary character recording medium which records preliminary characters which are not used by players; and

a preliminary character participation enabling device which enables preliminary characters recorded in the preliminary character recording medium to participate in the network game when the number of applications allowed to participate does not reach a predetermined number of participants.

11. (currently amended): A computer readable medium having recorded thereon a processing program for operating the network game unit, which is connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, and which comprises an application receiving device which receives application for participation in the network game, a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation, and a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game, wherein the network game allows each of the players to bet a gaming value with respect to one or more characters in the network game, and allows each of the players to receive a dividend according to a result of the network game,

the computer readable medium comprising:

a first processing routine for assessing whether or not to allow participation in a network game with respect to an application for the participation in the network game in accordance with predetermined conditions of participation; and

a second processing routine for executing a participation process, which enables a player, related to the application allowed in the first processing routine, to participate in the network game, or which enables a character used by the player to participate in the network game.

12. (original): A computer readable medium having recorded thereon a processing program for operating the network game unit, which is connected to a plurality of client machines via a network and running a network game in which a plurality of players using the

plurality of client machines can participate, and which comprises an application receiving device which receives applications for participation in the network game, a participation allowing device which allows players or characters used by the players related to the applications based on applications received by the application receiving device, a preliminary character recording medium which records preliminary characters which are not used by players, and a preliminary character participation enabling device which enables preliminary characters recorded in the preliminary character recording medium to participate in the network game when the number of applications allowed to participate does not reach a predetermined number of participants,

the computer readable medium comprising:

a first processing routine for allowing players related to the applications or characters used by the players to participate in a network game based on applications for participation in the network game; and

a second processing routine for enabling preliminary characters, which have been recorded in a preliminary character recording medium and have not been used by the players, to participate in the network game when the number of the applications for participation allowed in the first processing routine to participate in the network game is not sufficient to a predetermined number of applications for participation.